

Issue 30 | July 2009

PLAYZINE

Free Magazine for Handheld and Wii Gamers. *Pass it on to your friends and family*

REVIEWED!

HARRY POTTER AND THE HALF-BLOOD PRINCE

It's a kind of magic!

FIRST LOOK!

THE LEGEND OF ZELDA: SPIRIT TRACKS

New Zelda game revealed!

Win

A Wii, with PDC WORLD CHAMPIONSHIP DARTS 2009!

THE NEW PSP!

PSP GO

Lighter, faster, better?

REVIEWED!

GRAN TURISMO

Super Gran!



Wii

FIRST LOOK!



SUPER MARIO GALAXY 2

Mario's back! First news inside

FIRST LOOK!

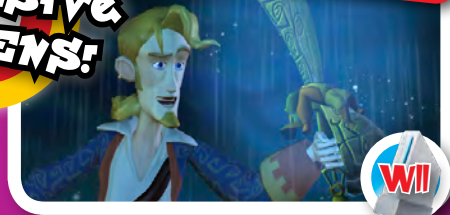


CURSED MOUNTAIN

Prepare to be terrified!

EXCLUSIVE SCREENS!

INTERVIEW!



TALES OF MONKEY ISLAND

Exclusive interview and screens!





WELCOME



Enjoying the summer? Course you are, and for those brief moments when you're not sunning yourself and having your skin's tone change to that of an over-ripe orange, we've got the perfect read for those balmy summer nights. 2009 is going to be a stunning year for games, and the proof's right here!

Dean Mortlock, Editor
HGZine@gamerzines.com

DON'T MISS THIS!



Tales of Monkey Island

The classic adventure game is coming to Wii! Read all about it here first.

CHECK THIS!

Damien McFerran
We gave Damien the opportunity to take a closer look at the PSP Go this month.



Harry Potter and the Half-Blood Prince

PLUS LOADS MORE REVIEWS!

Grand Slam Tennis
Overlord Minions
Indiana Jones and the Staff of Kings



Gran Turismo

Finally, the PSP is getting the driving game it so rightly deserves!



PSP GO

Meet the new PSP!



David Scammell
Say hello to David, our new writer and gaming guru.

QUICK FINDER

Every game's just a click away!

PREVIEWS

NINTENDO WII
Super Mario Galaxy 2
The Legend of Zelda: Spirit Tracks
Mario & Sonic at the Olympic Winter Games
Astro Boy
New Super Mario Bros.

Tales of Monkey Island
Cursed Mountain

Sony PSP
Gran Turismo
Metal Gear Solid: Peace Walker

NINTENDO DS
The Legend of Zelda: Spirit Tracks

REVIEWS

NINTENDO WII
Harry Potter and the Half-Blood Prince
Indiana Jones and the Staff of Kings
Grand Slam Tennis

NINTENDO DS
Overlord Minions



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We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.



info



FROM: Nintendo
A BIT LIKE... Well, Super Mario Galaxy!
WEB: <http://e3.nintendo.com/wii/w9/index.html>
OUT: 2010



SUPER MARIO GALAXY 2

Reach for the stars!

Latest News

WHAT'S THE STORY?

Any Mario game is big news, but when it's a sequel to one of the best Wii games yet, then it's massive news. No details have been released on the plot so far, but we wouldn't be surprised if it involved the careless Princess Peach finding herself being abducted once more by Bowser...

WHAT DO WE KNOW SO FAR?

Well, we do know that Super Mario Galaxy 2 is not going to be that different from the first game – this is much more evolution rather than revolution – as the original idea for the sequel was to just be variations on the original planets, but as development continued, Nintendo realised that there were new features they wanted to implement – you can now ride on Yoshi, for example, much like Super Mario Sunshine – and the majority (around 90 per cent) of the planets will

be original, while the returning 10 per cent will feature all-new objectives. You'll still get to use the Bee Suit (yippee!), and the Launch Star will still be the preferred method of inter-planetary travel, too. Oh, and expect to see much more of Bowser Jr, as the airships are also promised to return.

WHEN DO WE GET MORE?

Although the games genius that is Shigeru Miyamoto (the creator of Mario) has recently stated that the game is not that far from completion, we will still have to wait until next year for it – but at least we have Super Mario Bros. Wii to keep us amused until then!

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

This is the first time that Nintendo have released a second 3D game for a single console, so they obviously have high hopes that it'll be great! 🍄



Best Bit

Super Mario Galaxy 2 isn't a massive departure from the first game, but one of the most exciting new features is the fact that you can now ride around the worlds on the back of Yoshi. You can even puff Yoshi up like a balloon to allow Mario to reach higher levels.





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CONTROL →





info



FROM: Nintendo
A BIT LIKE... Mario and Luigi Partners in Crime
WEB: www.zelda.com/universe/game/spirittracks
OUT: Christmas



THE LEGEND OF ZELDA: SPIRIT TRACKS

The missing Link?

WHAT'S THE STORY?

Link is back, and it looks like he's bringing everything you loved about Phantom Hourglass (including one of the Phantoms!) and a few new features to amuse and delight you, too.

WHAT DO WE KNOW SO FAR?

Those of you who've played Phantom Hourglass to death will find that there's not much change for Spirit Tracks. One of the major differences (and the inspiration behind the name) is that instead of riding around in a boat, you get to hop on a train for challenges that'll see you firing a cannon at enemies that attack the train and picking your route through the tracks.

And there's more, primarily the Phantom Knight we mentioned earlier.

Latest
News

He acts as your virtual companion, and can be controlled by using the stylus to draw his route onscreen. He can also walk through lava for you or carry you up to higher platforms.

WHEN DO WE GET MORE?

There's a whopping six months until the game's release, so we'll be looking to uncover much more about this potentially classic new DS title. For example, will the game use any of the new DSi features? Time will tell...

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

There are also a range of new weapons and items to use in the game, including a handy whirlwind that's activated by blowing into the DS's microphone. 🌀

Some sections of the game will takeover both screens.



Any new Zelda game is a big event.



Best Bit

Swapping the boat section of Phantom Hourglass with a train one is a work of genius. You get to control the speed of your train, pick through multiple branches on the track and even get to fire a cannon at enemies or sound a whistle to scare animals away from the track.



You've got a new companion, Phantom, who you can control with the stylus.



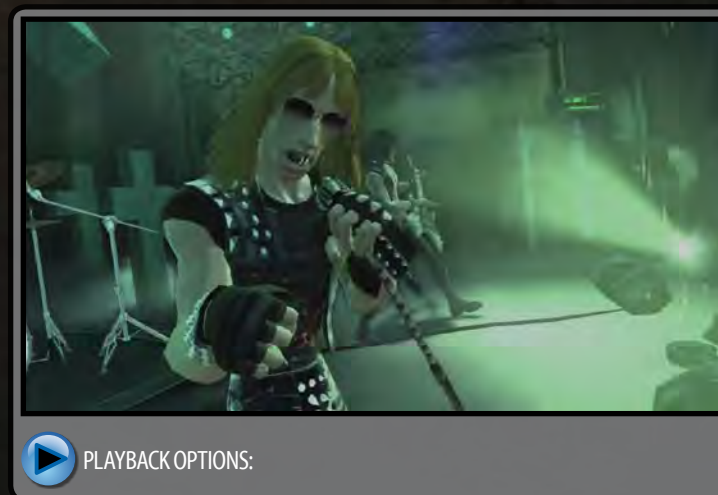


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Metallica.guitarhero.com



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Wii

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activision.com



CONTROL →



info



FROM: Sega
A BIT LIKE... Track & Field/Hyper Sports
WEB: www.olympicvideogames.com/mario-and-sonic-winter
ALSO ON: DS
OUT: TBA



MARIO & SONIC At the OLYMPIC Winter Games

Mario and Sonic finally break the ice!

WHAT'S THE STORY?

Following on from the massive success of Mario & Sonic at the Olympic Games, we have the sequel, giving us a whole load of winter sports, including Alpine Skiing and Speed Skating.

WHAT DO WE KNOW SO FAR?

The gameplay remains as solid as ever,



An ape on skis? We've seen it all, now!

and all the familiar characters we all know and love from the first game return – although there are some new additions in the shape of Miga, Quatchi and Sumi, the official Vancouver 2010 Winter Olympics mascots.

WHEN DO WE GET MORE?

The title is a clue when we can expect it, so we've got a few months to go before its release. Hopefully we'll get a hands-on look at the game soon, so we'll bring you a much closer look at the game then.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

Most of the events will allow you to use the Balance Board to control the characters, including a favourite event of ours, the Bobsleigh. 🐼

Latest News



Princess Peach wows the crowds.



Best Bit

From what we've seen so far, the game's clever use of the Wii's Balance Board is genius. Our favourite event though, has to be the Alpine Skiing. Controlling the skier with the board works like a dream, giving you full control over the character as you go for gold!



The game will have support for the Balance Board, too.

WII PS2 DS PSP

incoming

We've seen the future of gaming, and it's good!

SCOOBY-DOO!
First Frights

FROM: Warner Bros. OUT: Autumn

This Scooby adventure turns back the clock to focus on a time when Scoob and his mystery-loving friends were fresh-faced youngsters just starting out on their crime-solving careers. Promising plenty of fiendish conundrums and a 'drop in, drop out' two-player co-operative mode, the only thing missing is Scrappy Doo – which is understandable, as he wouldn't have been born when Scooby was still in high school. Duh.

WII PS2 DS



WII

Toy Story Mania!

FROM: Disney Interactive OUT: Autumn

This is a bit of an odd one. Yes, it's a game based on the massively popular Toy Story characters, but rather than being a game of a film, Toy Story Mania! is a series of mini-games centred around the Toy Story attractions at the Disneyland and Disneyworld resorts in America. Interesting, and it's made even more interesting by the fact that the game will come complete with a set of 3D glasses! Could this be the start of the 3D gaming revolution?

Cloudy With a Chance of Meatballs

PSP PS2 DS

FROM: EA OUT: Autumn



Yet another high-profile movie tie-in, Cloudy with a Chance of Meatballs is based on what might prove to be the most amusing CGI flick you'll see all year. You assume the role of Flint the inventor, who constructs a machine that causes food to fall from the sky. When the machine (predictably) goes haywire, it's up to you to clean up the mess you've made. Platforming and puzzle solving action abound.

Space Invaders Extreme 2

DS

FROM: Square-Enix OUT: Autumn



Say the name 'Space Invaders' to your dad and he's likely to grin like a fool and start droning on about the 'good old days'. The original arcade machine was one of the most significant videogames of all-time and developer Taito is keeping the name alive with this excellent re-imagining of the concept. The first Space Invaders Extreme was an essential DS blaster and we expect this to be the same.

future releases

Best start saving! Here are the top games coming soon...

Gi Joe: The Rise of Cobra
Wii/DS/PSP/PS2
August

Madden NFL 10
Wii/PSP/PS2
August

Might & Magic Clash of Heroes
DS
August

Professor Layton and the Diabolical Box
DS
June

Puzzle Bobble Galaxy
DS
Summer

Soul Calibur: Broken Destiny
PSP
Summer

The Beatles: Rock Band
Wii
September

Hot Shots Tennis

FROM: Sony OUT: Autumn

Coming from the same development stable as the exceptionally popular Hot Shots Golf series (AKA: Everybody's Golf) comes this lighthearted simulation of tennis. The signature 'cute' look that made the golf games so appealing has been retained and the level of customisation is impressive – you can tinker with every aspect of your player's appearance. The inclusion of four-player wireless multiplayer sounds incredibly hopeful, too. New balls please! Ahem...



future releases

More games heading your way in the not-so-near future



Duke Nukem

FROM: Deep Silver OUT: Late 2009

If you keep your ear close to the ground then you'll probably have heard that Duke Nukem Forever – a game that has been in development for over a decade – has recently been canned. Thankfully, Mr. Nukem isn't quite out for the count yet, as DS and PSP owners have this trilogy of all-new adventures to look forward to. The three games will be released one after the other, with the first due at the end of the year.

Mario & Luigi: Bowser's Inside Story

FROM: Nintendo OUT: Autumn

We've had our beady eyes fixed on this title for some time now – it's already taken Japan by a storm – and Nintendo has divulged more information at this year's E3. The plot sees the evil Bowser consume everything around him – including Mario and Luigi! As a result, you actually end up controlling two different storylines – not only do you have to assist the bloated Bowser but you also have to aid the famous brothers as they struggle inside Bowser's gut. Lovely.



A Christmas Carol

FROM: Disney Interactive OUT: November

It only seems like five minutes ago since Santa paid us his yearly visit but Christmas 2009 is on the horizon and this videogame adaptation of the forthcoming CGI blockbuster might just find its way into your stocking this year. While the customary standard of games based on movies is hardly spectacular, the promise of a real-time advent calendar – which reveals new surprises each day as you count down to Christmas – strikes us as pretty neat.



Star Wars The Clone Wars: Republic Heroes
Wii/DS/PSP/PS2
September

Need for Speed Shift
PSP
September

Mini Ninjas
Wii/DS
September

Dead Space Extraction
Wii
September

Colin McRae: Dirt 2
Wii/PSP
September

Gran Turismo
PSP
October

Guitar Hero 5
Wii/PS2
Autumn

info



FROM: D3Publisher
A BIT LIKE: Metal Slug/
R-Type
WEB: www.d3publisher.us
OUT: October

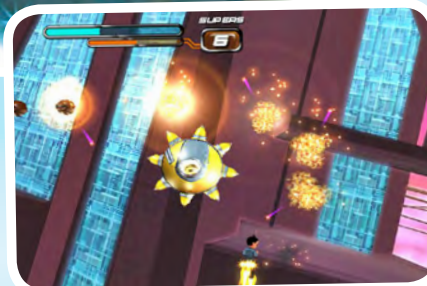


ASTRO BOY

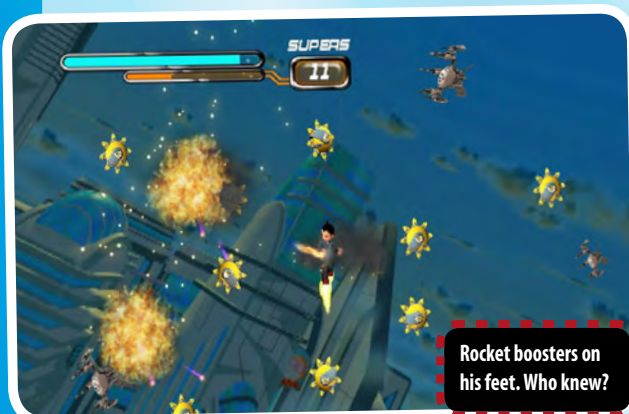
You'll believe a boy can fly...



Face waves of attacks in old-school 2D shooter mode.



and we were treated to a close-up look at the Wii version during the recent E3 games show in Los Angeles. A defiantly old-school affair, the game embraces the current buzzword of 2 1/2D, whereby the action takes place in a flat plane against a 3D



Rocket boosters on his feet. Who knew?



BEST BIT

Gareth Keenan from The Office once posed the question: "Will there ever be a boy born who can swim faster than a shark?" We may never know, but what we do know is that there is a small robot boy coming to your Wii, and that boy can fly. Which has got to be the best bit!



INTERVIEW

Boy wonder

We catch up with Astro Boy's Producer Cameron Haines spills the beans on his special robot friend...

What's the history of the franchise?

This is one of the oldest Japanese mangas, by Osamu Tezuka, who is considered to be the Godfather of manga. One franchise is Astro Boy manga, there's also the Astro Boy anime franchise and the Astro Boy videogame franchise as well, so there are fans coming from lots of different areas that are going to be checking out the game, as well as Astro Boy fans who are going to be coming from the movie. The game is 30 levels, which will cover the entire story of the film as well as new material that will be included in the game.

Genre wise, what is it? It looks like a side scrolling platformer...

It's been done in 2.5D. That allows us to bring some old-school gameplay mechanics as well as a high level of visual fidelity that honours the art style, with generally highly polished gameplay. Being able to fly in the side-scrolling environment gave us the ability to make gameplay that was focused, but at the same time really easy for people to pick up. We have four different difficulty levels, catering for newcomers as well as core gamers who are perhaps into Mega Man or Metal Slug, or the original Astro Boy on the GBA.

There's definitely a retro feel, gameplay-wise

Absolutely, it's definitely retro. We do two different styles of gameplay. We do the side-scrolling action platforming, but we also do a shooting mechanic too. You're going to have flying levels where Astro Boy will be flying in 2D shooter style gameplay.



background. Essentially, the game is a side-scrolling platformer, and combat is also key to the experience, with Astro Boy employing such fiendish abilities as Finger Lasers, Arm Cannon, Drill Attacks and the unfortunately named Butt Machine Guns.

PLATFORM CLUES

Kicking it old-school...



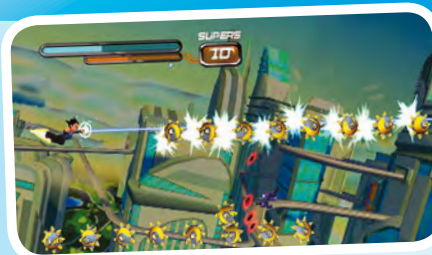
JUMP

KICK

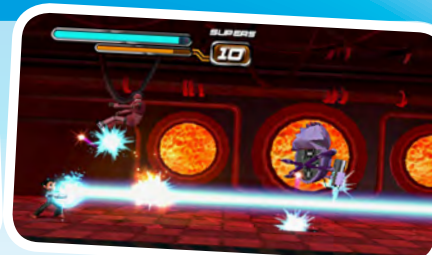
SHOOT

JUMP

Leap out of the way of peril in classic platformer style.



Did we mention that Astro Boy can fly? Of course he can, he's a robot with rocket boosters attached to his feet! This is reflected in the game, with around a third of the action given over to a different gameplay mechanic, whereby Astro Boy flies from left to



right blasting enemies in a nod to ancient arcade shooters such as R-Type. With the Wii boasting a two-player co-op mode, the only thing to be confirmed is whether the stars of the movie will lend their voices to the game. And we suspect they will.

Roll over screen for annotations



HOW READY

HOW GOOD



Astro Boy could be old-school gaming on a grand scale

interview continued...

In the platforming levels we definitely reference a lot of Mega Man and Metal Slug and Viewtiful Joe, games like that. In the flying shooting game, we're going for an Ikaruga-style, R-Type, Gradius feel. The place where we wanted to go a little bit further is our environment, so it's still classic 2D gameplay but now being guided through very large dynamic 3D environments. It definitely adds to the immersion for the player, and allows us to show off more of the Astro Boy world to tie in with the movie.

Is there anything specific to the Wii?

On the Wii we primarily use standard controls, but the user does have the ability to use motion-based controls if they want to. They can do shake on the Wiimote and they can do shake on the Nunchuk.

Is it purely single-player, or is there any co-op or online play?

Absolutely. There is co-op and drop-in/drop-out co-op, so you can do it on the fly. It is local co-op for two players, but it's as simple as picking up the second controller, hitting the A button and you guys are in there playing. There's also Arena mode, an arcade-based Combat mode with high scores and achievements for both co-op and single player.

Do you become more powerful as the game progresses?

Astro Boy has the ability to upgrade during the game using selectable upgrades that you can find throughout the world. They're all hidden so it encourages the player to be very thorough. It's not required to pick up all these upgrades to beat the game, but the player will definitely be a little bit more powerful by the end of the game if they take the time to go through and find them.

info



FROM: Sony
A BIT LIKE...
TOCA Race Driver
WEB: www.gran-turismo.com
OUT: October



GRAN TURISMO

Sony's latest racer is guaranteed to get your motor running!

With over 800 cars, 30 tracks and more than 100 events to sink your teeth into in this portable version of the world's greatest driving simulator, we have to wonder how the boffins at Sony managed to squeeze such an incredible amount of content onto such a tiny disc. But thankfully it's not a case of quantity over quality for Sony's handheld racer. Gran Turismo is easily

the best-looking game on PSP yet (no mean feat, we hasten to add), holding up the series' high standards with some highly detailed cars and beautiful scenery. Zooming through the twisty city streets of Monaco and the rural landscape of the colossal Nurburgring Nordschleife look as close to the real deal as we're ever going to get on the handheld. The action whips by at a blistering 60 frames-per-second too, ensuring super-smooth gameplay and some truly stunning visuals. All the features that appeared in Gran Turismo's bigger brother appear to have made the leap over to the portable version as well, including the

option to view each car in the showroom before buying and the ability to tinker under the bonnet to get the best out of your motor. Whether you'll still be able to put your car through the car wash though, remains to be seen... You'll also be able to race three of your mates online, as well as trade and share unlocked cars wirelessly – which is a bit like Pokemon for petrolheads! And though the car list has yet to be officially revealed, our spies spotted a shiny Ferrari Enzo in the latest trailer for the game. Could Gran Turismo PSP mark the first

QUICK QUIZ!

time that the Italian car manufacturer is featured in the series? Looks that way. Mark October 1st in your diaries, driving fans, as Gran Turismo zooms onto PSP, alongside the new PSP Go, in just a few months time. 🏁

"IT'S NOT A CASE OF QUANTITY OVER QUALITY, AS GRAN TURISMO IS EASILY THE BEST-LOOKING PSP GAME YET"

HOW READY

HOW GOOD

Slow off the line but worth the wait

info

NEW SUPER MARIO BROS. WII

FROM: Nintendo
A BIT LIKE...
Super Mario World
WEB: www.mario.nintendo.com
OUT: Christmas



NEW SUPER MARIO BROS WII

Mario & co. return for four-player frolics in the Mushroom Kingdom

Though the classic 2D sidescrolling of New Super Mario Bros. Wii may be a world away from the 3D delights of Galaxy, it still promises to be heaploads of fun! For the first time ever in a Mario game, NSMB Wii allows four players to play together co-

operatively, stepping into the big brown shoes of Mario, Luigi and two fungal-headed toads as they journey across the Mushroom Kingdom to save Princess Peach from the clutches of Bowser's villainous children, the Koopalings.

Of course, to do that you'll need to rely on Mario's legendary power-ups, and NSMB Wii introduces a few new ones into the mix. So far we've spotted a new Propeller Suit which turns Mario and co. into human helicopters,

allowing them to reach new heights with a quick shake of the Wii Remote, while a new Penguin Suit lets Mario freeze enemies to the spot.

But if you were looking to rescue the princess together online, it looks like you're out of luck. Mario creator Shigeru Miyamoto has revealed that the game's multiplayer component will be restricted to offline local play, meaning you'll have to get your mates round whenever you fancy a Mushroom Kingdom meet-up. New Super Mario

Bros. Wii is 'old-school' in more ways than one, it seems...

Nintendo's plucky plumber hops, skips and butt-stomps his way back onto Wii this Christmas.

HOW READY



HOW GOOD



Mamma-mia! Classic platforming fun!



The new Propeller Suit allows players to fly high into the sky.

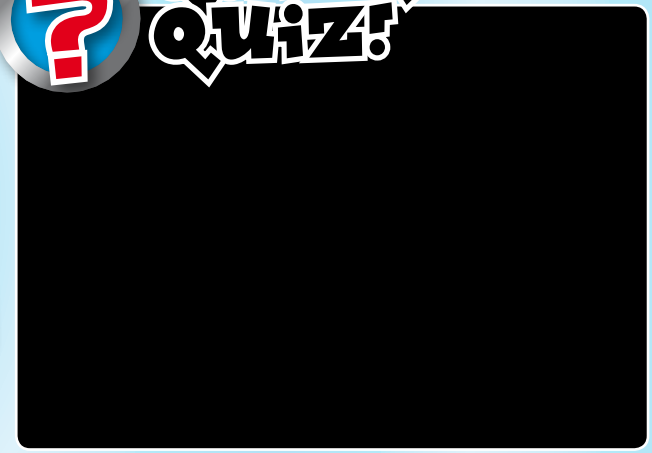


Don't get caught in those cogs!



One of our biggest concerns is how we're going to decide who gets the green Yoshi.

QUICK QUIZ!



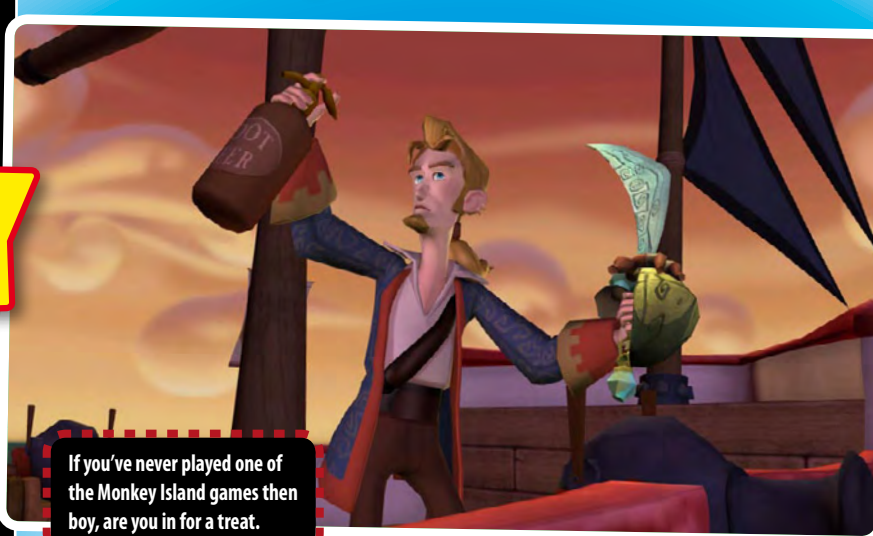
"FOR THE FIRST TIME IN A MARIO GAME, NEW SUPER MARIO BROS. ALLOWS FOUR PLAYERS TO PLAY TOGETHER"

MONKEY MAGIC!

Mike Stemmle, one of the designers on **Tales of Monkey Island** and previously a designer on *Escape from Monkey Island* and *Sam & Max Hit the Road* at LucasArts, talks about the resurrection of gaming's finest wannabe



A sight to behold: a new Monkey Island game at last!



If you've never played one of the Monkey Island games then boy, are you in for a treat.

Guybrush is finally getting a new adventure – are you aware of just how much love is coming your way from gamers at the moment? Have little gifts started arriving at the office?

We've been superwhelmed by the love pouring in from the gaming community. It's that love – and the copious consumption of mostly legal stimulants – that's fuelling our efforts to finish the first episode by July 7th.

Given that you managed to get Sam and Max out of LucasArts, how come it has taken so long for them to agree to Monkey Island?

Well, as it turns out, LucasArts never really 'had' Sam and Max, since they're the property of their creator, Steve Purcell. Negotiating with one guy is a lot easier than shifting the world view of a corporate leviathan.

Guybrush, the character, has developed significantly since the

EXCLUSIVE
SCREEN!



A world exclusive shot of the new character, the Marquis de Singe.

first Secret of Monkey Island. Is he now a fully fledged pirate?

I'm sure *he* thinks he is.

The plot clearly has Elaine kidnapped by LeChuck (something of a common theme for Monkey Island) – what else can you tell us about the story?

Well, the bit with Elaine tied up by LeChuck is really only in our thrilling prologue, which we like to think of as the climax of the never-built 'Monkey Island 5'. After that, Guybrush has to deal with the horrifyingly unexpected consequences of eliminating his arch-nemesis, sending him on pirate-y quest to find a voodoo artefact, all the while dodging a mad scientist, a terrifying pirate hunter and a scheme so huge and evil that it threatens the very heart of voodoo itself. But first,





"ALTHOUGH EACH EPISODE WILL BE SATISFYING IN AND OF ITSELF, THE PLOT WILL BE TIGHTLY SERIALISED"

→ INTERVIEW CONTINUED

he's got to get off of Flotsam Island, which will prove to be a major pain in the tuchus.

Does the game take part in places that fans of the series will be familiar with, or does Guybrush get to travel to new islands?

There are all-new islands this time around, although some familiar islands will get shout-outs.

Will each episode be completely standalone, like Sam & Max, or is there a story arc across the whole five episodes?

Although each episode will be satisfying in and of itself, the plot will

be tightly serialised, with a big ol' storyline barrelling through all five episodes, coming to an over-the-top conclusion at the end of the season. It's less like Law & Order, and more like Lost.

Yes, Guybrush's arh-enemy LeChuck is back, but only for the Prologue, by the look of it.



With a well-loved franchise like Monkey Island, choosing the game's look and feel is obviously very important. Did you always plan to go 3D for Tales? Did you ever consider carrying the 2D sprites from the Special Edition through, or trying something completely different?

At the end of the day, we are a 3D company. The only way to make a game as complicated as Monkey Island as quickly as we do things at Telltale is to go into the third dimension. That said, we've seriously bumped up the graphics a few dozen notches on Tales of Monkey Island, and think people are going to get seriously jazzed by some of the results. There are a number of sets that I swear look like they were hand-painted.

Monkey Island was a genius game, because it was one of the first adventures where you couldn't actually die. We assume the same





A point and click extravaganza awaits in the lab by the look of it.

"THERE'S ALWAYS GOING TO BE A TOUCH OF ABSURDITY TO THE MONKEY ISLAND PUZZLES"

→ INTERVIEW CONTINUED

principles will apply?

Gameplay-wise, definitely. Besides, I don't think LucasArts would let us kill Guybrush off – although, having said that, I don't think that they would, but you never know...

Unlike Sam & Max, the puzzles in Monkey Island have (almost) always made more sense. Were you conscious that the gameplay for Monkey Island had to be more than Sam & Max with a different graphical skin on it?

We always strive to tailor our puzzles, stories and overall vibe to the franchises. That said, there's always

going to be a touch of absurdity to the Monkey Island puzzles. Guybrush is a pirate who'd prefer to solve his problems like MacGuyver [old American TV show about a secret agent] rather than running his enemies through with a sword. On it's face, it's pretty danged nonsensical.

We see that you will be able to combine items to produce new ones in order to solve puzzles – a staple idea from



previous Monkey Islands. What other gameplay ideas from previous MIs will return, and what new stuff do you have planned?

I think I'll defer this one until later in the season if you don't mind...

On that note, can you tell us if you have you retained the interface from Sam & Max, or has part of the game been given a tweak too?

One nice thing about Telltale is that we're always upgrading the interface based on the fan feedback that we get, and what's appropriate for the franchise. So, yes, the interface is getting a tweak. Or ten.

Assuming that Tales of Monkey Island is a success, are you allowed

by LucasArts to produce another 'season' next year, or is this a one-off gig for the Threepwoods?

We'd love to do more Monkey Island. Or maybe a big Pipe Dream adventure game. Who knows.

And lastly, we've often wondered what happened to Manny and Meche... Any thoughts?

They "lived" happily ever after. 🐒



info

FROM: LucasArts
A BIT LIKE: Sam & Max Season Two
WEB: www.telltalegames.com/monkeyisland
ETA: Summer 2009



Sword duelling obviously makes a return then.



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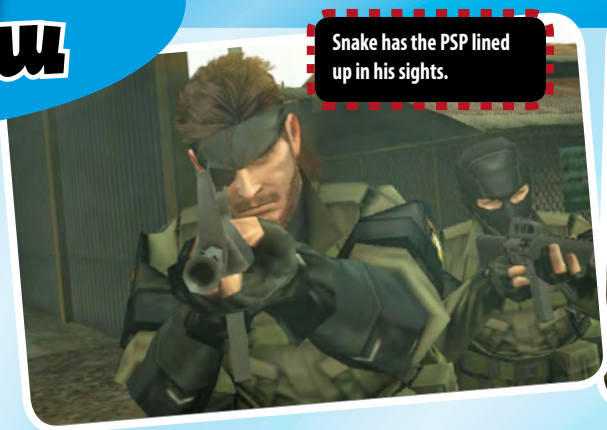


www.gamerzines.com

info



FROM: Konami
A BIT LIKE... Splinter Cell
WEB: www.konami.jp/kojima_pro/e3_2009/en
OUT: 2010



Snake has the PSP lined up in his sights.



The key to Peace Walker is still about being as quiet as a mouse.

METAL GEAR SOLID: PEACE WALKER

SNAKE SNEAKS ONTO PSP IN THIS HANDHELD SEQUEL TO MGS 3

What could possibly make the gruff, bandana-donning, eyepatch-adorning Metal Gear Solid superspy Snake any cooler than he already is? The answer's simple when you think about it. Nothing! And it seems that series creator Hideo Kojima agrees, putting not just one sneaky Snake into this seventh version of Metal Gear Solid, but four. Quite why that is we're not sure, but we reckon it has something to do with a new multiplayer option. Four-player co-op, perhaps?

But this isn't Solid Snake, of course, but his dad Big Boss, 'The Greatest Warrior of the Twentieth Century' and protagonist of Metal Gear Solid 3: Snake Eater. Rather than follow on from the most recent Metal Gear Solid, the PS3's stunning Guns of the Patriots, Peace Walker is a direct sequel to MGS 3, picking up 10 years after Snake was tricked into defeating his mentor, The Boss, in the Republic of Costa Rica. Though very little plot details are known at this point, Peace Walker is said to tell the backstory of Outer Heaven, a

private military function organised by Big Boss in the 70s. The action all takes place in 1974, with the US and the Soviet Union driven to the brink of economic collapse after having placed all of their funds into the development of nuclear missiles. Taking advantage of Costa Rica's lack of a military, an unknown force invades the country, deploying tanks and soldiers across the region. It's up to Snake to find out why. With Hideo Kojima once again leading development, expect some stunning set-pieces, plenty of action-

THE STORY SO FAR

In case it's all a bit confusing...



- THE timeline
- THE CLONE WARS
- THE PATRIOTS

THE timeline

Kojima loves to confuse us with Metal Gear Solid's story, and so we don't blame you if you're sitting there scratching your head. Peace Walker takes place in 1974 after the events of Metal Gear Solid 3: Snake Eater and Metal Gear Solid: Portable Ops, but prior to Metal Gear Solid, Metal Gear Solid 2: Sons of Liberty and Metal Gear Solid 4: Guns of the Patriots.

packed cut-scenes and an unpredictable storyline in what is looking to be a surefire hit for the PSP.

HOW READY
●●●●●●●●●●

HOW GOOD
●●●●●●●●●●

A solid return of Snake!

info

Cursed Mountain

FROM: Deep Silver
A BIT LIKE... Silent Hill
WEB: <http://cursedmountain.deepsilver.com>
OUT: August

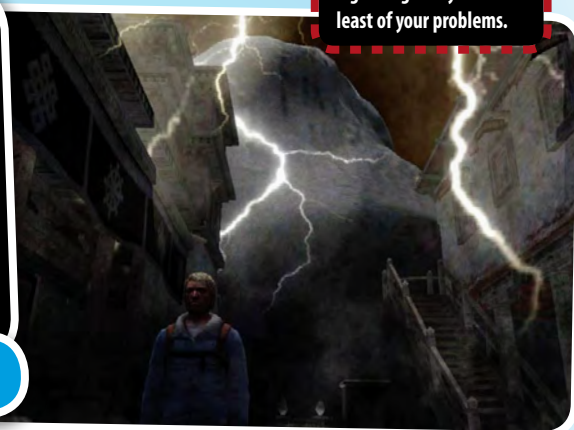


Madonna was never very good in the mornings...

There are plenty of boss battles to get through.



Lightning really is the least of your problems.



CURSED MOUNTAIN

Can you survive the mountain of horrors?

Eric Simmons is a man on a mission. When his brother goes missing in the Himalayas, he takes it upon himself to get out to uncover the mystery behind his disappearance. When he arrives, he knows little of the circumstances surrounding where (and why) he's gone, but it's only a matter of minutes into the game before the first revealing clues slowly start to be drip-fed to you. And, to be honest, it's not looking good...

You're not sure whether it's reality or the effects of the high altitude, but either way, the appearance of smokey, shadowy figures is probably not a good thing –especially when they start attacking you in groups.

Cursed Mountain is that rarest of beasts on the Wii, the Survival Horror game. We were lucky enough to sit down for an extended playtest with the game recently, and we were very impressed with what we saw.

Graphically it's stunning and the Himalayan towns and villages are very well designed. The initial tutorial guides you through the controls and introduces the combat system, which allows you to target and 'release' spirits from this worldly plain via your 'Third Eye', an extra sense that also helps you uncover secrets and clues to the game's plot.

So it's so far so good for Cursed Mountain, and we're very pleased to be able to say that we'll be bringing you

much more of the game in the next issue, with an exclusive-packed review and feature.

MOUNTAIN BREEZE

Three things to guide you on your way



BIG BROTHER

BEHIND YOU!

LOOK AROUND

BIG BROTHER

The story begins with you on the trail of your missing brother. After exploring the first town (which acts as a training mission), you're off up the mountain. Markers and cut-scenes throughout the game give you an interesting insight into exactly what happened to him. And whatever it was, it doesn't appear to be pleasant...

HOW READY



HOW GOOD



Horror on a grand scale. Could be a scary gem!

PSP GO

There's a new kid in town, but is it worth getting excited about?

What is it?

In basic terms, the PSP Go is a redesigned version of Sony's existing PlayStation Portable hardware featuring a slide-out control pad, a smaller (not to mention 43% lighter) form factor and 16GB of on-board memory. Oh, and there's no UMD slot – this machine will rely solely on wireless connectivity for its games and software.

As you can see, the PSP Go is a lot more compact than its predecessors.

Is it worth upgrading if I'm a PSP owner?

That depends on your viewpoint. Even the most loyal Sony fan will admit that the current PSP models aren't exactly the most comfy consoles to play on, and the PSP Go's new design promises a far more pleasurable experience. However, it's essentially the same technology but without a UMD drive, which naturally has its drawbacks.

How much will the console and games be?

Price is possibly the most contentious issue regarding the PSP Go. Sony has confirmed a European RRP of 249 Euros, with the UK price thought to be in the region of £229.99 – almost £100 more than the current PSP-3000 can be purchased for. No solid pricing has been revealed for the games as yet, but it would be reasonable to expect them to be significantly cheaper than traditional 'physical' titles, because

there are no discs, cases or instructions to manufacture.

Final thoughts...

New hardware is always exciting but in the case of the PSP Go, a bit of caution is probably in order. If you already own a PSP then there's little point in upgrading to this – it's basically the same machine in different clothing. However, if you've yet to dip your toe into Sony's portable waters then this could be the ideal place to start. 🐞

The new control layout should mean more comfortable gaming sessions.

on the GO

Pulling apart the new PSP



UMD = RIP?

on the slide

A GOOD MEMORY

UMD = RIP?

The PSP Go is smaller, thanks to the fact that it doesn't have a disc drive – with games being downloaded wirelessly via the PlayStation Store. If you have a large collection of discs then fret not, as Sony is offering to give current PSP owners the chance to download their existing UMD titles to the new machine.

Software will be available for direct download from the PlayStation Store.



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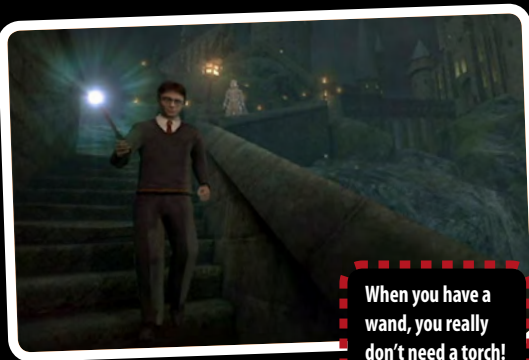
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Xbox 360



SIMPLY WIZARD

Who better to talk about 'The Boy Who Lived' than the 'Producer Who Did The Game', EA Bright Light's, **Darren Potter** – and yes, that is his real name...

EXCLUSIVE Shots!



When you have a wand, you really don't need a torch!



What graphical improvements have you made over the previous game, Order of the Phoenix?

On Order of the Phoenix, our focus was on pushing the PlayStation 2 to its graphical limits and learning how to get to grips with the new Nintendo Wii. We found we could push the quality of textures further on the Wii and ended up with a good-looking game. For Half-Blood Prince, our focus changed to pushing the Wii to its graphical limits. We were unhappy with it just looking like a slightly more polished port of the PlayStation 2 version, and started looking to our

high-definition models and textures from Xbox 360 and PlayStation 3. We put the high-definition Harry in first and the game didn't break. Buoyed by this success we kept going with other models and textures. Coupling this with the fact we also introduced motion-captured animation, cinematic camera framings for cut-scenes, believable behaviours for non-player characters and a day/night life cycle to Hogwarts, and this is the closest you'll get to a high-definition experience on a standard-definition console.

The potion-making segment of the game makes excellent use of the Wii Remote. What kind of amazing concoctions can you create in this mode?

The list of potions you can make is many and varied, and as you play through the game you'll unlock even more. You start out by making some



Wand control on the Wii is what the Remote was made for.



"Of course you look younger than Gandalf, sir..."

simple potions like Wit-Sharpener potion which has only three ingredients, Armadillo Bile being only one, or Volubilis, a five ingredient potion. More advanced potions, like the Antidote to Common Poisons, are more difficult to make and require more ingredients which need to be poured, stirred, shaken and heated to perfection in order to get the desired result. There may be a need for some Love Potion Antidote too, so keep practicing as you never know when someone may need it!

Why did you choose to make the Quidditch portion of the game an on-rails affair?

When we originally started work on Quidditch we actually had full, free, 3D flight with no limitations on how you fly at all. When we tested this with kids and adults in our many feedback sessions, we noted that they spent too much time either flying straight up into the sky or rocketing down into the ground, head first – it was just too difficult and wasn't giving us that



Some ghosts, like Nearly Headless Nick, will help you through the game.

"THE BEST THING ABOUT DUELLING IN HARRY POTTER AND THE HALF-BLOOD PRINCE IS THAT IT'S VERY FAST AND FLUID"

→ INTERVIEW CONTINUED

rollercoaster experience we wanted. You can imagine that if you have Harry flying around at 100mph chasing a tiny snitch that's also doing 100mph then it gets really difficult to both see and also stay close. We tested the flight on-rails concept and those same people who tested the free flight were suddenly really enjoying the rollercoaster ride that we could now put them right into. You can still move around and control Harry, enjoying all of the action, but you also have the challenge of hitting every gate and grappling with your opponents.

One of the coolest elements of the game has to be the duelling

mode. How many spells will be available in this section?

The best thing about duelling in Harry Potter and the Half-Blood Prince is that it's very fast and fluid. For the first time ever you are able to move and cast simultaneously, which makes the

gameplay quite frenetic. As you play through the game you'll unlock five spells to use in the game as well as in Duelling Club. Each spell has its own unique gesture associated with it. Stupefy is your basic offensive spell, which can also be powered up by the player with a charging gesture which makes it into a much more potent spell. For defence, there is Protego which casts a shield to absorb or even rebound offensive spells. The final three spells are all more powerful but take longer to cast, which makes duelling very much a strategic part of the game this time around. Expelliarmus is a powerful spell which will literally knock your opponent off his feet, while Levicorpus is a great spell which can lift your opponent off their feet and dangle them upside-down by their ankles. The final spell – and my personal favourite, is Petrificus Totalus. When this strikes it will complete freeze your opponent



Potion mixing is great fun, and excellent with the Remote.



Character modelling is looking better than ever.

on the spot allowing you to prepare for your next attack.

Roughly how many hours worth of gameplay can we expect from Half-Blood Prince?

It's really difficult to break Half-Blood Prince down into hours of gameplay as all the different Clubs (Quidditch, Potions and Duelling) can be played and replayed over and over as you try and attain the highest scores possible. If you were to just follow Harry's story and explore Hogwarts trying to collect all of the Hogwarts Crests hidden in the game, then you'll be looking at 15+ hours of gameplay.

Did you have any assistance from any of the people who had worked on the film?

We're really lucky in that the films are made only an hour's journey around the M25 from our studio in Guildford, so it's really quick and easy to go and talk to the filmmakers and also visit the sets. Our Art Director has worked



Exploration of Hogwarts is neatly blended with some clever puzzling gameplay.

"TWO-PLAYER DUELLING WAS ORIGINALLY A TEST TOOL THAT ONE OF THE SOFTWARE ENGINEERS PUT TOGETHER"

→ INTERVIEW CONTINUED

on all the Harry Potter games from Philosophers Stone onwards, and has

built strong relationships with some of the key creative team there like the set designers and visual effects artists. This means we can really capture that authentic movie feel we are looking for. We often visit the sets with lots of cameras so that we can create a visual library from which our art team can



The graphical effects on the spells look every bit as good as those in the film.

build everything you see in the movie in three dimensions, electronically, for the game. Last but not least, we also have great access to the actors and actresses in order to get things like 3D scans of their faces and bodies and, where scheduling allows, their time to voice their characters in our game.

Given the various gesture-commands in the game, were you tempted to make use of the Wii MotionPlus peripheral for improved accuracy?

As everyone knows, we were originally scheduled to release this game back in November 2008 and, of course, Wii MotionPlus wasn't around then. We're really happy with the gesture control that the Wii Remote and Nunchuk give us in the game, so thankfully it's not been an issue for us at all.

Were there any features you had to leave out of the game?

With every game there are always many, many more ideas that you have in your mind when you start prototyping than you ever have time to implement. As Harry Potter and the Half-Blood Prince isn't the final movie in J.K. Rowling's story of 'the boy who lived', who's to say if these ideas may make an appearance?

We actually had an interesting occurrence in this project, with something that wasn't planned but actually made it into the final game. Two-player duelling was originally a test tool that one of the software engineers put together so he could better understand how the AI should react in a duel. Everyone started playing it and really enjoyed the competition that springs up when friends start competing at games. If we liked it both as gamers and Potter fans then we really thought that others would too, and it became a much loved feature on-team. 🐉



info

FROM: EA
A BIT LIKE... Bully: Scholarship Edition
WEB: www.harrypotter.ea.com
PRICE: £39.99
PEGI AGE RATING: 12+



Oh, and the staircases will move. Obviously.



info



FROM: EA
A BIT LIKE... Bully:
Scholarship Edition
WEB: [www.harry
potter.ea.com](http://www.harrypotter.ea.com)
PRICE: £39.99
PEGI AGE RATING: 12+



Harry Potter and the Half-Blood Prince

Character models boast improved detail and better facial animation.

The boy who lived is back for his sixth adventure

It's been quite some time since we last saw teenage wizard Harry Potter – two whole years, in fact. Thankfully the wait is now over, as Harry Potter and the Half-Blood Prince is finally with us, but has it been worth the long wait? The game is based on the sixth movie to feature J K Rowling's famous creation. Like its predecessor, Order of the Phoenix, this interactive interpretation showcases a fully formed Hogwarts Castle to

explore, intuitive Wii Remote-based spell casting and plenty of lavish, fully narrated cut-scenes to drive the story. Given the large space of time since the last game, one would expect a marked improvement in practically every area. Visually, this is certainly the case, as the characters are now motion-captured which grants more realistic movement – something the previous title lacked. Hogwarts is even vaster and

more imposing than it was. It's been recreated with painstaking detail and contains even more locations than before. Wizard duels make a welcome return, with the Wii Remote being used to effortlessly cast a range of offensive attacks. During duelling sections the game almost becomes a third-person shooter, with the Nunchuk controlling Harry's movement and the Wii Remote being used for aiming and



SIMPLY WIZARD

Doing things Harry's way



POTIONS CLASS

GOOD SPORT

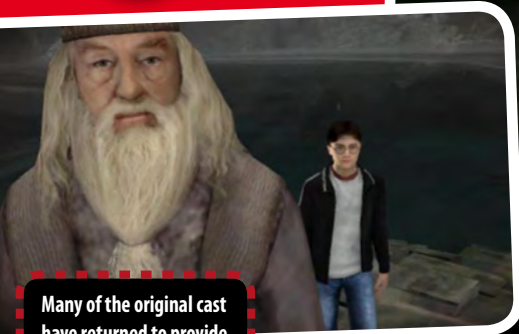
CREST ICONS

POTIONS CLASS

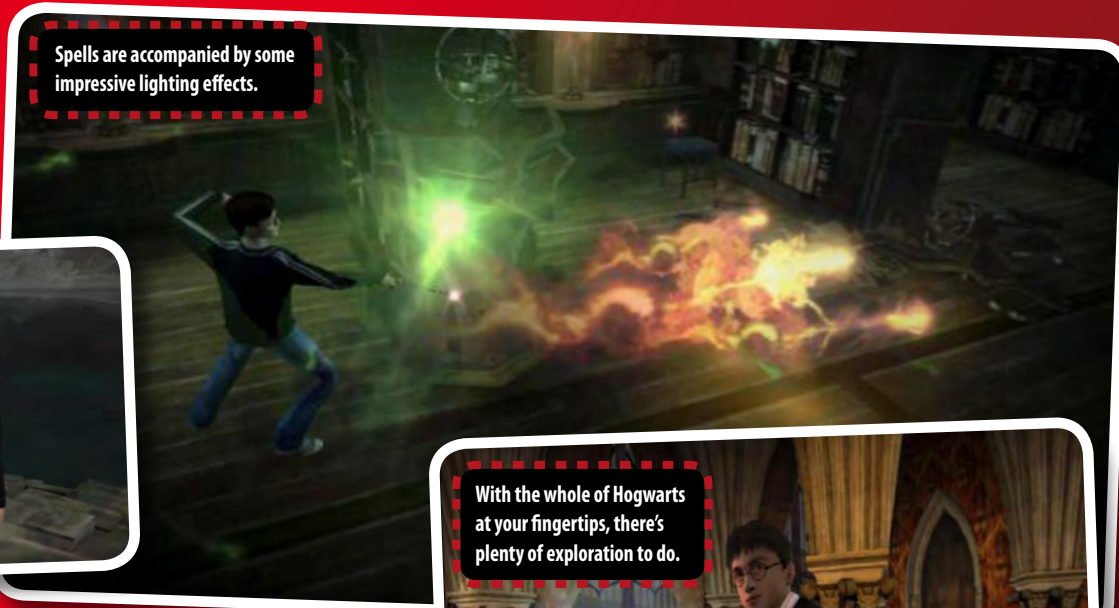
You'll be dropped into Professor Slughorn's potions class early in the game and introduced to the art of mixing magical liquids. Here, the Wii Remote is used to pick up ingredients and drop them into the mix. Make a mistake and you'll cause a cloud of smoke to appear, which can be gotten rid of by swinging the Nunchuk.



Combat is slick and intuitive, with offensive and defensive moves available.

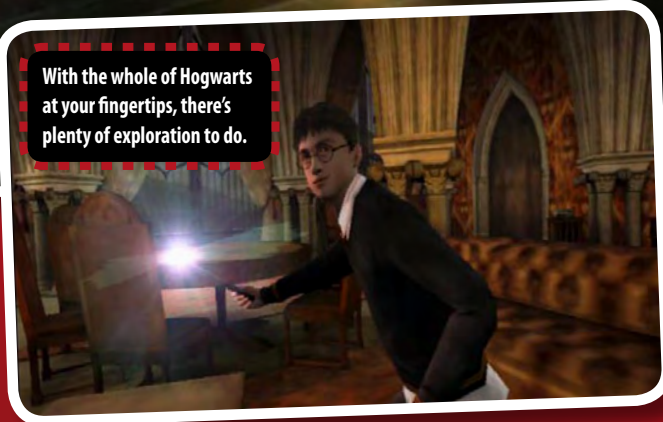


Many of the original cast have returned to provide their voices to the game.



Spells are accompanied by some impressive lighting effects.

With the whole of Hogwarts at your fingertips, there's plenty of exploration to do.



⇒ spell-casting. The combat in Order of the Phoenix felt a big clunky at times, but what's on offer here is much better.

Elsewhere, Potter fans will be pleased with the introduction of Quidditch. A cross between basketball and rugby on broomsticks, this fast-paced wizarding sport is recreated fairly faithfully, although it should be noted that you only control Harry during each match.

Another new feature is the ability to mix potions using the Wii Remote. Each concoction requires you to tip in various ingredients (using motion-sensing controls, naturally) into a large cauldron, occasionally adding more heat in order

to get the perfect consistency. It's a neat touch, but like Quidditch, you're fairly limited in what you can actually do.

Because the game follows the plot of the film quite closely, you'll find yourself pushed down a somewhat rigid path if you intend to push the story forward. However, there are various sub-quests available – the most challenging of which is collecting the many magical crests that are dotted around Hogwarts.

Half-Blood Prince is certainly an improvement over the previous title. Although the Quidditch and potion-making modes aren't quite as elaborate as they possibly could have been, they

add to the overall experience and bring you closer than ever to the magical world of Harry Potter. 🧙

Damien McFerran

Briefly Speaking

Half-Blood Prince is a thoroughly enjoyable action adventure that will enthrall Harry aficionados. Those of you who consider the Potter craze to be unspeakably dull might struggle, but everyone else is likely to be spellbound.



PLAY TIME

HOURS

DAYS

WEEKS



DIFFICULTY

EASY

MEDIUM

ARRGH!



FUN FACTOR

DULL

COOL


YIPPEE!

VERDICT


Magical stuff

8

TOP TIP



Hogwarts Castle is incredibly spacious, which means it's easy to get lost. If you're not sure where you should be headed, press the '-' button on your Wii Remote to summon Nearly Headless Nick, who will helpfully guide you to your desired location.



QUICK QUIZ!

"ANOTHER NEW FEATURE IS THE ABILITY TO MIX POTIONS USING THE WII REMOTE"



info



FROM: LucasArts
 A BIT LIKE... Tomb Raider
 WEB: www.lucasarts.com/games/indianajones
 PRICE: £44.99
 PEGI AGE RATING: 16+

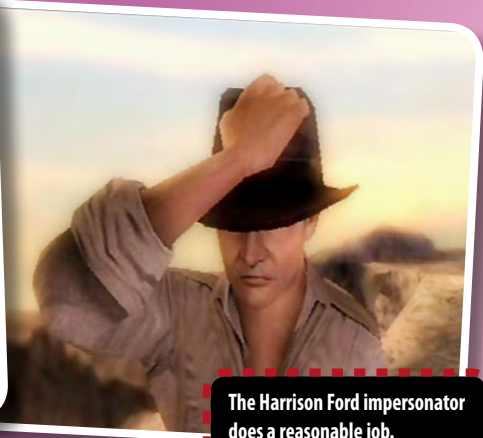


indiana jones and the staff of kings

The original tomb raider is back...



A shootout in San Francisco.



The Harrison Ford impersonator does a reasonable job.

Should have brought a bucket and spade.



The world's most famous archaeologist returns with a whip-cracking adventure set just after the last of the original film trilogy. Unfortunately that's where the good news ends. While you do indeed get to crack your whip, this is largely a lacklustre affair that does little to salvage the reputation of Indy following the (mostly) critical reception of the recent movie.

For an explorer, there is precious little exploring to be done as you are funnelled down a linear path towards the next basic puzzle. Much of the time is spent scouring the scenery for something to interact with, the combat is a bit clumsy, and the shooting sections are basic affairs with Indy remaining static until you've cleared the requisite enemies.

The plot is barely existent, and the atmosphere is weak, with scant use of

the famous theme tune. Far from the rollercoaster ride of the early films, this is actually a surprisingly relaxed experience as you wander around tombs on your own, collecting artefacts and largely going through the (Wii) motions. The Wii version comes with an unlockable bonus of the 17-year-old PC adventure game, Indiana Jones and the Fate of Atlantis, which is arguably better than the main game, but certainly not good enough to consider buying this game for it.

Steve Hill

Briefly Speaking

Indiana Jones returns in what is not so much a romp as a gentle tour around the globe, pillaging graves and punching Nazis in the face. Good use is made of the motion controllers, but it's rarely engaging, and the 16 rating excludes gamers who could easily play it.

NAZI KILLER

Defeating your enemy...



WHIP

SMACK

SHOOT

WHIP

Faced with a nasty Nazi, pull out your whip, yank him to the ground and start pummeling him about the head.

PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Doomed

6

info



FROM: EA Sports
A BIT LIKE... Virtua Tennis
WEB: <http://tennis.easports.com/uk>
PRICE: £39.99
 (£49.99 with MotionPlus)
PEGI AGE RATING: 3+



Grand Slam Tennis

Is it game, set and match to EA?

A new sports game from EA? And one that uses the MotionPlus adaptor, too? Sounds like a recipe for gaming success to us, but despite that, there's a sneaking feeling that Grand Slam Tennis – like British tennis itself – will only get better over the years to come.

As you'd expect, the game is busting with the trademark EA Sports flair, so you get great music, superb graphics and plenty of game options and modes – including an extensive Career mode and a range of party games, too. Much has been made of the MotionPlus adaptor and how it will

improve Wii control even further – as it allegedly offers full one-on-one control, meaning that every slight move of the Remote is replicated on the screen. In practice though, we found that it didn't quite offer pin-point control. The sensitivity makes it hard to distinguish between shot styles, and there were several times when it just didn't go where we expected it to. Grand Slam Tennis is a good start to the series, but you do get the feeling that the best is yet to come.

Dean Mortlock

Characters will mimic their real-life styles, so McEnroe will throw his racket when things aren't going his way.



Roger Federer, in a rare moment of emotion, decides to complain about something.



STAR SPOTTING

Three of the best players to look out for



ANDY MURRAY

JOHN MCENROE

RAFAEL NADAL

ANDY MURRAY

Fresh from a historic victory at the Queens tournament – the first Brit to win it for donkey's years – Murray is one of the hot favourites to win Wimbledon this year. When you're reading this the tournament will be nearly over, and we're all obviously hoping that Murray's still battling away, but even if the young Scottish lad doesn't win it this year, it's only a matter of time, surely.

Briefly Speaking

EA Sports turn their attention to probably the last sport they haven't tried yet: Tennis. Grand Slam Tennis has all the usual EA Sports shine and polish, but you can't help but feel that there's much better to come in future updates.

PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Grand? Very nearly

7

OVERLORD MINIONS

Those dastardly little devils get their own game!

info



FROM: Codemasters
A BIT LIKE... Zelda: Phantom Hourglass
WEB: www.codemasters.com/games/?pid=315
PRICE: £29.99
PEGI AGE RATING: 12+



Rather than centre around the antics of the mighty Overlord himself (Codemasters has saved that sadistic pleasure for the Wii game), Overlord Minions follows the frolics of the tyrant's four mischievous slaves as they battle against an evil cult that's threatening to overthrow the oppressor from his throne.

Minions is a puzzle action game, which means there's plenty of head-scratching puzzles to solve, as

well as all manner of peculiar-looking beasts to defeat. Each of your four minions has their own unique ability, and each is used to solve the different puzzles that crop up throughout the game. Smelly minion Stench, for example, can walk through toxic fumes unharmed, while Blaze can set fire to flammable objects. Some of the early puzzles are fairly basic and include the usual clichéd techniques (the obligatory block pushing is present and correct),

but some of the later puzzles that utilise all of your minions' abilities can be fairly taxing, requiring you to really put your thinking cap on in order to progress.

However, it's not all good news. Though some of the touchscreen functionality has been put to great use (sliding down the menu on the side of the screen works perfectly for selecting particular minions, for example), you can't help but feel that the game would have worked better on occasion using a more traditional control setup. Moving your minions, attacking creatures and pushing buttons are all carried out by swiping at the screen with the stylus, but it can often feel unresponsive and take a few swipes to register. But if you're willing to forgive the game for its sins –

What are you looking at, Bugeyes?



TOP TIP



Bolt's ability to heal both himself and the other minions can really come in handy when you've taken a beating from an enemy. And when Bolt isn't around, be sure to break open vases to find health-rejuvenating potions.



and those of the cheeky minions themselves! – you'll find a good few hours' worth of entertainment in this fun, but ultimately flawed DS adventure.

David Scammell

Is that... Edward Scissorhands?



Don't step into the light!

BRIEFLY speaking

Four feisty characters intent on saving their tyrannical Overlord from being otherthrown solve puzzles and go to battle in this intriguing yet imperfect puzzle action game.

PLAY TIME

HOURS DAYS WEEKS

DIFFICULTY

EASY MEDIUM ARRGH!

FUN FACTOR

DULL COOL YIPPEE!

VERDICT

Nothing else matters

7

compo corner

Want something for nothing? Then enter our fab competition!

Win a Wii, PLUS COPIES OF PDC WORLD CHAMPIONSHIP DARTS 2009!

Looking for a decent multiplayer game for your Wii or DS? In that case then, we reckon you could do a lot worse than check out PDC World Championship Darts 2009. Not only do you get the standard game of darts, but there's also a range of classic party games you can play, too – including Around the Clock and Cricket.

We reviewed the Wii version of the game last month, where it scored a very respectable 8 out of 10, and now one luck winner is going to walk away with a copy of the game on Wii, plus a Wii to play it on! We've also got four more copies of the game on Wii as runner-up prizes.

To be in with a chance of winning, just answer the question over in the box on the right. Best of luck!



win!



Competition closes 01/08/2009. See website for full T&Cs.



Next month

CURSED MOUNTAIN

Horror comes to the Wii. Find out the gory details in our review next month...

PLUS!

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